



Version 1: 2E/ST

Name: _____ Counter: _____



Federation Achilles Siege Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2376	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 1425	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 200	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 3 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Pulse Phaser Cannon
Class: Molecular
Mode: Pulse
Damage: 12 1d3 times
Max Pulses: 4
Pulse Grouping: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+4/+2
Intercept Rating: -3
Rate of Fire: 1 per 2 turns

FORWARD HITS
1-3: Deflector Shield
4-6: Quantum Phalanx
7-8: Photon Torpedo
9-12: Pulse Phaser
13-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES
Limited Availability (33%)
Gravitic Drive System
Impulse Drive

SIDE HITS
1-2: Deflector Shield
3-5: Medium Phaser
6-8: Quantum Phalanx
9-18: Port/Stb Structure
19-20: PRIMARY Hit

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

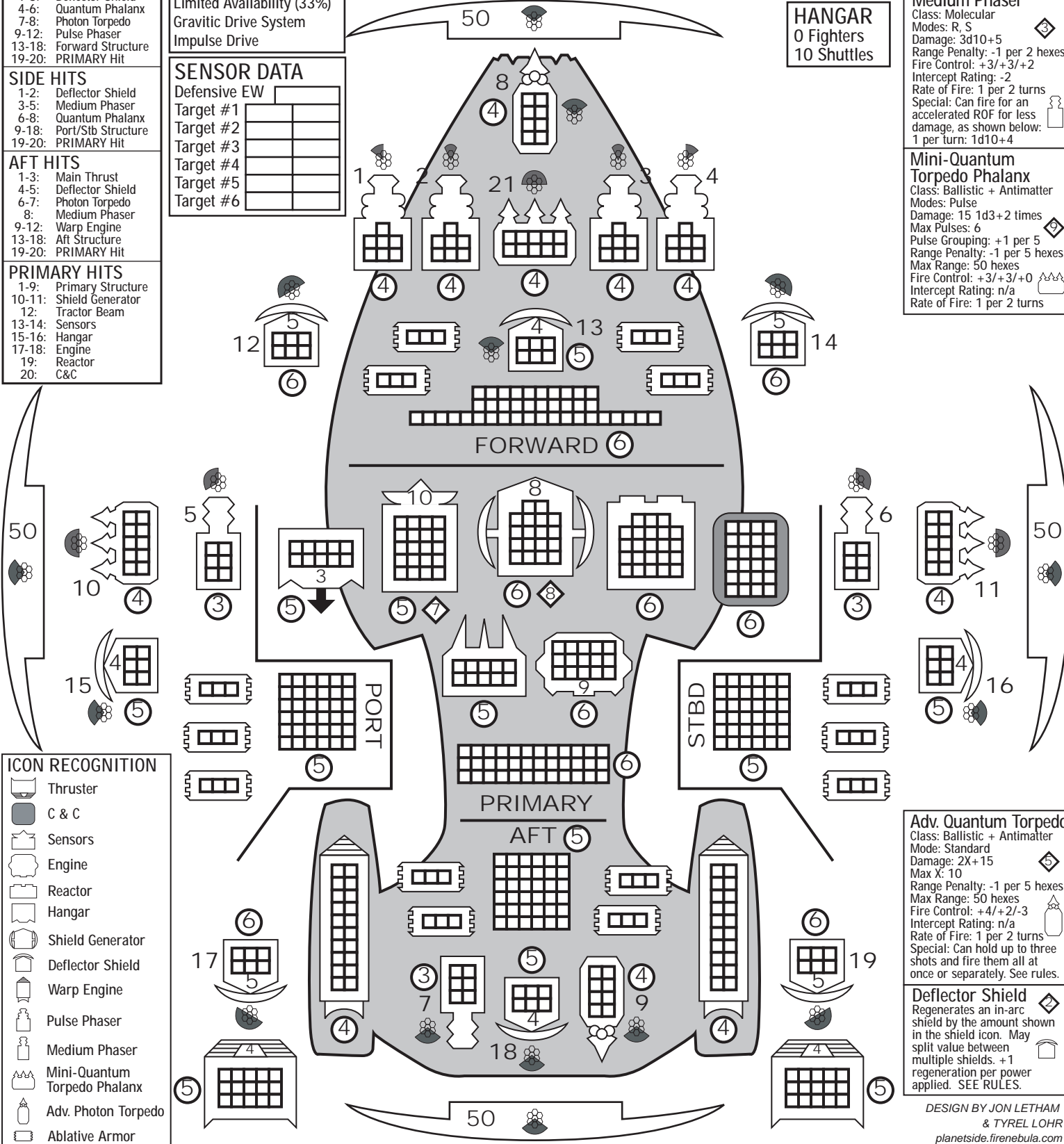
AFT HITS
1-3: Main Thrust
4-5: Deflector Shield
6-7: Photon Torpedo
8: Medium Phaser
9-12: Warp Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10-11: Shield Generator
12: Tractor Beam
13-14: Sensors
15-16: Hangar
17-18: Engine
19: Reactor
20: C&C

HANGAR
0 Fighters
10 Shuttles

Medium Phaser
Class: Molecular
Modes: R, S
Damage: 3d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4

Mini-Quantum Torpedo Phalanx
Class: Ballistic + Antimatter
Modes: Pulse
Damage: 15 1d3+2 times
Max Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -1 per 5 hexes
Max Range: 50 hexes
Fire Control: +3/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Pulse Phaser
Medium Phaser
Mini-Quantum Torpedo Phalanx
Adv. Photon Torpedo
Ablative Armor

Adv. Quantum Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: 2X+15
Max X: 10
Range Penalty: -1 per 5 hexes
Max Range: 50 hexes
Fire Control: +4/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can hold up to three shots and fire them all at once or separately. See rules.

Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

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